

**Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. <sup>Sub F 107</sup> (Currently Amended) A method of playing a gaming machine, comprising:
- receiving a wager to initiate play of a game on the gaming machine;
  - randomly selecting an outcome for the game from a plurality of possible outcomes;
  - awarding a monetary payout from the gaming machine for a winning outcome;
  - dispensing a tangible sweepstakes entry from the gaming machine in response to the selected outcome being a predetermined one or more of the plurality of possible outcomes ~~predetermined criteria~~;
  - submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and
  - conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.
2. (Cancelled)
3. (Currently Amended) The method of claim 1 2, wherein the predetermined one or more of the plurality of possible outcomes are associated with the monetary payout exceeding a predetermined threshold.

4. (Currently Amended) The method of claim 1, wherein the predetermined one or more of the plurality of possible outcomes are associated ~~criteria includes the selected outcome being associated with the monetary payout below~~ exceeding a predetermined threshold.

5-6. (Cancelled)

7. (Previously Presented) The method of claim 1, wherein the entry is pre-printed with identifying indicia.

8-13. (Cancelled)

14. (Currently Amended) A method of playing a gaming machine, comprising:  
receiving a wager to initiate play of a game on the gaming machine;  
randomly selecting an outcome for the game from a plurality of possible outcomes;  
representing the selected ~~game~~ outcome on a visual display;  
awarding a monetary payout from the gaming machine for a winning outcome;  
dispensing a tangible sweepstakes entry from the gaming machine in response to the selected outcome being a predetermined one or more of the plurality of possible outcomes ~~predetermined criteria~~;  
submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and

conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.

15. (Cancelled)

16. (Currently Amended) The method of claim 14 ~~15~~, wherein the predetermined one or more of the plurality of possible outcomes are associated with the monetary a payout exceeding a predetermined threshold.

17. (Cancelled)

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18. (Currently Amended) A gaming machine, comprising:  
a credit receiving mechanism for receiving a wager to initiate play of a game on the gaming machine;  
a central processing unit for randomly selecting an outcome for the game from a plurality of possible outcomes;  
means for awarding a monetary payout from the gaming machine for a winning outcome;  
a dispenser for dispensing a tangible sweepstakes entry in response to the selected outcome being a predetermined one or more of the plurality of possible outcomes ~~predetermined criteria~~; and

means for submitting the sweepstakes entry to enter a sweepstakes without involving the gaming machine, the sweepstakes being conducted after the sweepstakes entry is dispensed from the gaming machine.

19. (Cancelled)

20. (Currently Amended) The gaming machine of claim 18 ~~19~~, wherein the predetermined one or more of the plurality of possible outcomes are associated with the monetary a payout exceeding a predetermined threshold.

El 21. (Currently Amended) The gaming machine of claim 18, wherein the predetermined one or more of the plurality of possible outcomes are associated ~~criteria includes the selected outcome being associated~~ with the monetary a payout below ~~exceeding~~ a predetermined threshold.

22-23. (Cancelled)

24. (Previously Presented) The method of claim 18, wherein the entry is pre-printed with identifying indicia.

25-26. (Cancelled)

27. (New) A method of playing a gaming machine, comprising:
- receiving a wager to initiate play of a game on the gaming machine;
  - randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
  - awarding a monetary payout from the gaming machine for a winning outcome;
  - dispensing a tangible sweepstakes entry from the gaming machine in response to at least one winning outcome from the plurality of possible winning outcomes;
  - submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and
  - conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.
28. (New) A method of playing a gaming machine, comprising:
- receiving a wager to initiate play of a game on the gaming machine;
  - randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
  - awarding a monetary payout from the gaming machine for a winning outcome;
  - dispensing a tangible sweepstakes entry from the gaming machine in response to a predetermined number of plays associated with a predetermined game outcome;
  - submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and

conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.

29. (New) The method as described in claim 28, wherein the predetermined game outcome is not one of the plurality of possible winning game outcomes.

30. (New) The method as described in claim 28, wherein the predetermined game outcome is one of the plurality of possible winning game outcomes.

(E-1)  
31. (New) A method of playing a gaming machine, comprising:  
receiving a wager to initiate play of a game on the gaming machine;  
randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;  
awarding a monetary payout from the gaming machine for a winning outcome;  
dispensing a tangible sweepstakes entry from the gaming machine in response to exceeding a predetermined wager;  
submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and  
conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.

32. (New) A method of playing a gaming machine, comprising:
- receiving a wager to initiate play of a game on the gaming machine;
  - randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
  - awarding a monetary payout from the gaming machine for a winning outcome;
  - dispensing a tangible sweepstakes entry from the gaming machine in response to wagering on all available pay lines;
  - submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and
  - conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.
33. (New) A method of playing a gaming machine, comprising:
- receiving a wager to initiate play of a game on the gaming machine;
  - randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
  - awarding a monetary payout from the gaming machine for a winning outcome;
  - dispensing a tangible sweepstakes entry from the gaming machine in response to predetermined player tracking information criteria;
  - submitting the sweepstakes entry to enter the sweepstakes without involving the gaming machine; and

conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming machine.

34. (New) A method of playing a gaming machine, comprising:

receiving a wager to initiate play of a game on the gaming machine;

randomly selecting an outcome for the game from a plurality of possible outcomes, the

plurality of possible outcomes having a plurality of possible winning outcomes;

awarding a monetary payout from the gaming machine for a winning outcome;

dispensing a tangible sweepstakes entry from the gaming machine at a predetermined

time of day;

submitting the sweepstakes entry to enter the sweepstakes without involving the gaming

machine; and

conducting the sweepstakes after the sweepstakes entry is dispensed from the gaming

machine.

35. (New) The method as described in claim 34, further comprising requiring credits on the gaming machine prior to dispensing the tangible sweepstakes ticket.

36. (New) The method as described in claim 34, further comprising requiring the gaming machine to register a player tracking card before dispensing the tangible sweepstakes ticket.